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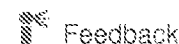
(off-screen and allocation and client and server)
Terms used: off screen allocation client server

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1   Self
David Ungar, Randall B. Smith
June 2007 HOPL III: Proceedings of the third ACM SIGPLAN conference on History of
         programming languages
Publisher: ACM

Full text available: 📄 Pdf (1.70 MB)   Additional Information: full citation, appendices and supplements, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 54,   Downloads (12 Months): 425,   Citation Count: 0

> The years 1985 through 1995 saw the birth and development of the language Self,
> starting from its design by the authors at Xerox PARC, through first implementations by
> Ungar and his graduate students at Stanford University, and then with a larger team ...
>
> Keywords: Self, adaptive optimization, cartoon animation, dynamic language, dynamic
> optimization, exploratory programming, history of programming languages, morphic,
> object-oriented language, programming environment, prototype-based programming
> language, virtual machine

2   Developing dual user interfaces for integrating blind and sighted users: the HOMER
    UIMS
Anthony Savidis, Constantine Stephanidis
May 1995 CHI '95: Proceedings of the SIGCHI conference on Human factors in computing
         systems
Publisher: ACM Press/Addison-Wesley Publishing Co.
Full text available: 📄 Html (43.81 KB) Additional Information: full citation, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 3,   Downloads (12 Months): 42,   Citation Count: 13

3   GPGPU: general purpose computation on graphics hardware
David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff
Woolley, Aaron Lefohn
August 2004 SIGGRAPH '04: ACM SIGGRAPH 2004 Course Notes
Publisher: ACM
Full text available: 📄 Pdf (63.03 MB)   Additional Information: full citation, abstract, cited by

Bibliometrics:　Downloads (6 Weeks): 172,　Downloads (12 Months): 1483,　Citation Count: 3

> The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex ...

4　Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker
August 2004　SIGGRAPH '04: ACM SIGGRAPH 2004 Course Notes
Publisher: ACM

Full text available: ▨ Pdf (17.07 MB)　Additional Information: full citation, abstract, cited by

Bibliometrics:　Downloads (6 Weeks): 126,　Downloads (12 Months): 1135,　Citation Count: 4

> Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the ...

5　Breaking the fidelity barrier: an examination of our current characterization of prototypes and an example of a mixed-fidelity success

Michael McCurdy, Christopher Connors, Guy Pyrzak, Bob Kanefsky, Alonso Vera
April 2006　CHI '06: Proceedings of the SIGCHI conference on Human Factors in computing
　　　　　systems
Publisher: ACM

Full text available: ▨ Pdf (1.04 MB)　Additional Information: full citation, abstract, references, index terms

Bibliometrics:　Downloads (6 Weeks): 18,　Downloads (12 Months): 146,　Citation Count: 2

> This paper presents a summary of the space of commonly-used HCI prototyping methods (low-fidelity to high-fidelity) and asserts that with a better understanding of this space, HCI practitioners will be better equipped to direct scarce prototyping resources ...
>
> Keywords: fidelity, methods, planning, prototyping

6　Performance OpenGL: platform independent techniques

Bob Kuehne, Tom True, Alan Commike, Dave Shreiner
July 2005　SIGGRAPH '05: ACM SIGGRAPH 2005 Courses
Publisher: ACM

Full text available: ▨ Pdf (3.76 MB)　Additional Information: full citation, references

Bibliometrics:　Downloads (6 Weeks): 19,　Downloads (12 Months): 344,　Citation Count: 0

7　ECCAD 2007 poster abstracts

Markus A. Hitz
March 2007　ACM Communications in Computer Algebra,　Volume 41 Issue 1-2
Publisher: ACM

Full text available: ▨ Pdf (221.80 KB)　Additional Information: full citation, references, index terms

Bibliometrics: Downloads (6 Weeks): 1,   Downloads (12 Months): 111,   Citation Count: 0

8 Analysis of adaptation strategies for mobile QoS-aware applications

Kurt Geihs

September 2002 MSWiM '02: Proceedings of the 5th ACM international workshop on Modeling analysis and simulation of wireless and mobile systems

Publisher: ACM

Full text available: Pdf (202.39 KB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 4,   Downloads (12 Months): 33,   Citation Count: 1

In mobile computing environments the availability of resources may vary significantly and unpredictably at application runtime, and thus may not satisfy a negotiated QoS level. We assume that in the presence of QoS fluctuations applications adapt their ...

Keywords: QoS management, adaptation strategies, adaptive applications, mobile computing, performance evaluation, simulation

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